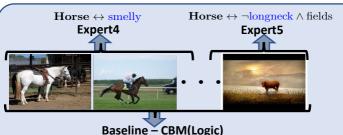


(a)

Baseline - PCBM(Logic) Otter \leftrightarrow water $\lor \neg$ arctic



 $\mathbf{Horse} \leftrightarrow (\mathbf{buckteeth} \land \mathbf{longneck}) \lor (\mathbf{longneck} \land \mathbf{smelly}) \lor (\mathbf{longleg} \land \mathbf{smelly} \land \neg \mathbf{buckteeth})$

Baseline - PCBM(Logic) $Horse \leftrightarrow (buckteeth \land longneck) \lor (\neg buckteeth \land \neg longneck) \lor$

 $(buckteeth \land bulbous \land gray \land longleg \land longneck \land \neg forager \land \neg solitary \land \neg spots) \lor$

 $(buckteeth \land gray \land longleg \land longneck \land \neg bulbous \land \neg forager \land \neg solitary \land \neg spots) \lor$

active \land buckteeth \land chewteeth \land hooves \land horns \land lean \land longleg \land longneck \land

 $muscle \wedge oldworld \wedge patches \wedge \underline{smelly} \wedge tail \wedge timid \wedge toughskin \wedge \neg bulbous \wedge$

 $\neg bush \land \neg forager \land \neg forest \land \neg gray \land \neg hairless \land \neg inactive \land \neg meatteeth \land$

 \neg mountains $\land \neg$ nestspot $\land \neg$ paws $\land \neg$ small $\land \neg$ solitary $\land \neg$ spots

) ∨

 $active \land big \land black \land bulbous \land chewteeth \land furry \land grazer \land ground \land$ $hooves \land horns \land inactive \land longleg \land longneck \land muscle \land oldworld \land$

patches \land quadrapedal \land slow \land smelly \land strong \land tail \land timid \land

toughskin \land walks \land white $\land \neg agility \land \neg arctic \land \neg buckteeth \land \neg bush \land$

 $\neg claws \land \neg coastal \land \neg fast \land \neg fierce \land \neg fish \land \neg flippers \land \neg forager \land$ \neg forest $\land \neg$ gray $\land \neg$ hairless $\land \neg$ hibernate $\land \neg$ hunter $\land \neg$ jungle \land

 \neg lean $\land \neg$ meat $\land \neg$ meatteeth $\land \neg$ mountains $\land \neg$ nestspot $\land \neg$ nocturnal \land

 $\neg ocean \land \neg pads \land \neg paws \land \neg small \land \neg smart \land \neg solitary \land \neg spots \land$ \neg stripes $\land \neg$ swims $\land \neg$ tunnels $\land \neg$ water $\land \neg$ weak